



# SKILL TALENTS



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Skill Talents are abilities that a player can invest in after obtaining a number of ranks within a skill. Each Skill Talent requires a player to spend a number of skill points to purchase the Talent and many of the talents have a listed Prerequisite that a character must fulfill before obtaining the talent. A character may only have a number of talents equal to one-half of his current level. If a player loses levels due to level drain or some other similar effect that would reduce his current level (and cause him to lose a skill talent) then that player is able to choose which talent is lost. Remember that if a player who chooses to lose a Talent that is included within another Skill Talent's prerequisite then they will be unable to use that Talent until he is restored of his lost level (and regains the use of the Talent).

The Talent's name is listed within its header along with the relevant category of Knowledge that is used in the Talents applications. The Talent's Cost tells how many skill points it costs to

purchase that talent (these range between 1 to 3 points). The Description is flavor text describing what and how the character came to know this talent. The Prerequisite lists the needed amount of ranks (along with any other requirements) within a certain skill that a character must before the selection of the Talent. The character must already have the amount of ranks along with any other requirements listed within the talents Prerequisites before investing the amount of skill points to purchase the talent.

**Talent Name:** *Name of the Talent* [**Talent Type:** *What Knowledge type the talent is associated with*] (**Talent Cost:** *The number of skill points must be spent to obtain the talent*)

**Description:** Role playing aspects of how the talent was gained.

**Prerequisite:** The number of skill ranks or other talents required to obtain the skill Talent.

**Benefit:** The benefit that the character gains for acquiring the talent.

**Special:** Any special rules regarding the talent.



### **Tactical Understanding** **[Knowledge / varies] (1)**

*You have studied the way that certain creatures fight and now hold a tactical advantage over such foes.*

**Prerequisite:** Knowledge (special) 2 ranks

**Benefit:** When this Talent is purchased, choose from the following knowledge types: Dungeoneering, Nature, Arcane, Planes, or Religion. 1/day your character may choose to gain a +2 AC skill bonus against any creature listed within that knowledge type. Activating this Talent is an immediate action that does not incur attacks of opportunity, and must be used before an opponent's attack roll is made. Once activated this bonus lasts until the start of the player's next turn.

**Special:** This Talent may be selected multiple times. Each time it is selected, a player must choose a different type of Knowledge it applies to.

### **Exploit Weakness** **[Knowledge / varies] (1)**

*The studies of this creature will now come in handy as your character identifies these foes fighting styles, leaving them open for an attack.*

**Prerequisite:** Knowledge (special) 2 ranks

**Benefit:** When this Talent is purchased, choose one knowledge from the following list: Dungeoneering, Nature, Arcane, Planes, or Religion. 1/day your character may choose to gain a +2 bonus to a single attack against any creature listed within that Knowledge type. Activating this Talent is an immediate action that does not incur attacks of opportunity, and, must be used before your attack roll is made.

**Special:** This Talent may be selected multiple times. Each time it is selected, a player must choose a different type of Knowledge it applies to.

### **Defensive Dodge** **[Knowledge / varies] (1)**

*Because of your knowledge of how this creature fights in combat, your character is able to side-step and dodge the attacks of this foe as they cast spells and move throughout the field of battle.*

**Prerequisite:** Knowledge (special) 5 ranks; Tactical Understanding (Skill Talent)

**Benefit:** When this Talent is purchased, choose a knowledge type from the following list: Dungeoneering, Nature, Arcane, Planes, or Religion. 1/day your character can move through, Cast a spell, or perform some other action within a

threatened area without suffering an attack of opportunity from a foe whose type is of the selected knowledge. The use of this Talent must be announced before the action that would incur the attack of opportunity is taken.

**Special:** This Talent may be selected multiple times. Each time it is selected, a player must choose a different type of Knowledge.

### **Learned Brutality** **[Knowledge / varies] (1)**

*Through study of these foes the weaknesses of these creatures becomes clear to you. This newly learned knowledge makes you even more of a threat to your foes.*

**Prerequisite:** Knowledge (special) 7 ranks; Tactical Understanding (Skill Talent); Exploit Weakness (Skill Talent)

**Benefit:** When this Talent is purchased, choose from the following knowledge types: Dungeoneering, Nature, Arcane, Planes, and Religion. 1/day your character can add a bonus to all damage rolls made during the course of a round equal to ½ his level. Activating this Talent is a swift action that does not incur attacks of opportunity, and must be used before the damage roll is made. Once activated this bonus lasts until the end of that player's next turn.

**Special:** This Talent may be selected multiple times. Each time it is selected, a player must choose a different type of Knowledge.

### **Reactive Step** **[Engineering] (1)**

*Your defensive reaction causes you to step back moments before the trap activates. The study of mechanical traps has saved your life more than once.*

**Prerequisite:** Engineering 3 ranks

**Benefit:** 1/day the character gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. Activating this Talent is an immediate action that does not incur attacks of opportunity, and, must be used before the traps attack roll or characters saving throw is rolled. Once activated this bonus lasts until the end of that player's next turn.

### **Committed Faith** **[Religion] (1)**

*From the first day of admittance into the fold of the faithful, your character has followed each tenet, pact, and devotion set before him by his*



church. A true believer in his righteous cause, his god blesses his actions.

**Prerequisite:** Religion 5 (see below), Channel Positive Energy class feature.

**Benefit:** 1/day add +1d6 to a single channel positive energy roll. This is a free action and must be added before or the Channel Positive Energy dice are rolled.

**Special:** This Talent may be selected multiple times (Once the player has the initial 4 ranks in the religion skill, and again with a total of 9 ranks, 14 ranks, and 19 ranks.)

## Resist the Call

### [Nature] (1)

*Through your study of the enchanted realms of the fey you know of their strange powers and have prepared both your body and mind for the challenge ahead.*

**Prerequisite:** Knowledge (Nature) 3 ranks

**Benefit:** 1/day your character gains a +4 bonus on a single saving throw against the spell-like or supernatural abilities of a fey creature. Activating this Talent is a free action that does not incur attacks of opportunity, and, must be used before your saving throw roll is made.

## Built Tolerance

### [Knowledge / varies] (1)

*Many types of creatures use a form of disease, toxin or poison as a natural defense. You have taken the time to study such creatures and have begun to develop a tolerance to these dangers.*

**Prerequisite:** Knowledge (special) 3 ranks;

**Benefit:** When this Talent is purchased, choose one knowledge type from the following list: Dungeoneering, Nature, Arcane, Planes, or Religion. 1/day your character may choose to gain a +2 bonus to a saving throw vs. disease or poison to any creatures whose listing falls within the chosen knowledge type. Activating this Talent is an immediate action and must be used before the saving throw roll is made.

**Special:** This Talent may be selected multiple times. Each time it is selected, a player must choose a different type of Knowledge it applies to.

## Sanctified Strike

### [Religion] (2)

*As you complete an ancient prayer learned long ago. As the last words are spoken the blessing takes the form of a flicking blue flame upon your blade.*

**Prerequisite:** Knowledge (Religion) 8 ranks

**Benefit:** 1/day all weapon attacks made by this character are treated as good-aligned for the purposes of overcoming damage reduction. Activating this Talent is a swift action and, must be used before the attack is made. Once activated this bonus lasts until the end of that players next turn.

## The Signs are Clear

### [Knowledge / varies] (1)

*The time your character has spent studying the art of tracking animals, humanoids, and even other worldly creatures allows him to recognize the signs of their passage as if it had just occurred.*

**Prerequisite:** Knowledge (special) 3 ranks, Survival 3 ranks

**Benefit:** When this Talent is purchased, choose one knowledge type from the following list: Dungeoneering, Nature, Arcane, Planes, or Religion. 1/day when making a survival skill check in an attempt to track foes whose type falls in the selected knowledge your character may choose reduce the penalties for tracking a foe. The character may reduce the penalty of the following conditions by 1 for each 3 ranks in Survival that they posses. The use of this Talent must be announced before the Survival check is made.

**Special:** This Talent may be selected multiple times. Each time it is selected, a player must choose a different type of Knowledge it applies to.

## Path Finder

### [Geography] (2)

*Many hours of studying maps and land types allow you to lead your companions over the most difficult terrain much more quickly than others less knowledgeable.*

**Prerequisite:** Knowledge (Geography) 5 ranks

**Benefit:** When this Talent is purchased, choose one Terrain type from the table below. When calculating movement for that terrain type; use your characters base speed + 10 feet (instead of using the slowest party members speed) to determine distance traveled.

#### Terrain Types

Cold (ice, glaciers, snow, and tundra)

Desert (sand and wastelands)

Forest (coniferous and deciduous)

Jungle

Mountain (including hills)

Plains

Planes (pick one, other than Material Plane)

Swamp

Underground (caves and dungeons)

Urban (buildings, streets, and sewers)

Water (above and below the surface)



**Special:** This Talent may be selected multiple times. Each time it is selected, a player must choose a different type of Terrain it applies to.

### **Vital Study**

#### **[Knowledge / varies] (1)**

*Many hours of pouring over anatomy charts and information of how best to destroy your foes has left you with comprehensive knowledge of the location and functions of their vital organs.*

**Prerequisite:** Knowledge (special) 3, Heal 1 ranks, Exploit Weakness (Skill Talent), Sneak attack or Precision based damage class feature

**Benefit:** When this Talent is purchased, choose one knowledge type from the following list: Dungeoneering, Nature, Arcane, Planes, or Religion. 1/day After a successfully making an attack you may add an additional +1d6 to all Sneak attack and precision damage rolls to a creature whose type is listed in the knowledge that was selected.

**Special:** This Talent may be selected multiple times. Each time it is selected, a player must choose a different type of Knowledge it applies to.

### **Quick Key**

#### **[Engineering] (2)**

*Many devices (such as locks or mechanical traps) stand no chance against your knowledge of how to disarm them quickly before they function.*

**Prerequisite:** Disable Device 3 ranks, Reactive step, Engineering 5 ranks

**Benefit:** 1/day after a failed Disable Device attempts your character may make another attempt as an immediate action. This second attempt occurs directly after the failure but before the trap activates.

### **From Nothing**

#### **[Arcane] (1)**

*Through hardened study and dedication to the practice of the magical arts, you are able to ignore minor requirements for spell casting replacing them with sheer force of will.*

**Prerequisite:** Spell craft 2 ranks, Knowledge (Arcane) 2 ranks, Arcane Conduit (Skill Talent)

**Benefit:** 1/day a single spell of your choosing gains the benefits of the feat Eschew Materials.

### **Draw Forth**

#### **[Arcane] (1)**

*Through hardened study and dedication to the practice of the magical arts, you are able to replace requirements for material components in the form of sheer force of will and energy drawn from the ether.*

**Prerequisite:** Spell craft 5 ranks, Knowledge (Arcane) 5 ranks, Arcane Conduit (Skill Talent), From Nothing (Skill Talent)

**Benefit:** This Talent functions exactly the same as From Nothing except that the cost covered by the Eschew Materials increases to 10 gold.

### **Arcane Identity**

#### **[Arcane] (1)**

*You have poured through massive tomes to gain knowledge about each type of implement, scroll, wand, and weapon created by mages throughout the world. Identifying this item should be a piece of cake.*

**Prerequisite:** Spell craft 1 rank, Knowledge (Arcane) 5 ranks, Use Magic Device 3 ranks, Arcane Conduit (Skill Talent)

**Benefit:** 1/day you may add a bonus equal to your total ranks in Knowledge (Arcane) to identify the properties of a magic item using the spell-craft skill or towards a Use Magic Device skill roll. Activating this Talent is a swift action that does not incur attacks of opportunity, and must be used before the dice roll is made.

### **Arcane Conduit**

#### **[Arcane] (1)**

*Having labored in the research of arcane theory for many years, you have discovered a deeper understanding and mastery over the existence of magic.*

**Prerequisite:** Knowledge (Arcane) 1, Spell Craft 1

**Benefit:** 1/day you may add +1 to the DC of any spell or spell like ability that you cast. Activating this talent is a swift action and must be applied to a spell or spell-like ability's DC before the opponent's saving throw is rolled.

### **Healing Hymn**

#### **[Religion] (1)**

*The prayers to your deity are devout and through them your powers to heal yourself and others are increased.*

**Prerequisite:** Knowledge (religion) 3 ranks, Healing 3 ranks, Lay on hands class feature



**Benefit:** 1/ day your character may add the number of Knowledge (Religion) ranks to the total number of Hit Points healed by a lay on hands class feature.

**Special:** You may select this Talent more than once, each time that you do it adds to the number of times a day that this talent may be used.

## Arcane Mastery

### [Arcane] (1)

*Through many years of extremely long study the formation of advanced equations involving arcane theory, become clear to you.*

**Prerequisite:** Knowledge (Arcane) Varies, Spellcraft (Varies), Arcane Conduit (Skill Talent), From Nothing (Skill Talent)

**Benefit:** 1/day - you may apply the benefits of a Meta magic feat to a single spell based on the number of ranks and invested points you have in this in this Skill Talent. Regardless of the number of point investments, only a single spell per day can be granted the benefits of this skill talent. Activating this Talent is a move action that incurs attacks of opportunity and must be announced as the spell is being cast.

#### Arcane Mastery

Skill Name	Ranks Required	Skill Points	Metamagic Benefit
Knowledge (Arcane) Spellcraft	5 5	1	Enlarge Spell Extend Spell Silent Spell Still Spell
Knowledge (Arcane) Spellcraft	9 9	2	Empower Spell
Knowledge (Arcane) Spellcraft	13 13	3	Widen Spell Maximize Spell
Knowledge (Arcane) Spellcraft	17 17	4	Quicken Spell

**Special:** You may select this Talent more than once, each time that you do must meet the required ranks of each prerequisite skill in order to select this skill again.

## Holy Incantation

### [Religion] (1)

*Through long study, you have committed powerful holy incantations to memory that have power over many outsiders and undead.*

**Prerequisite:** Religion 7 ranks, Committed Faith (Skill Talent), Exploit Weakness (Outsider or Undead) Skill Talent

**Benefit:** 1/day - as a standard Action your character can make a Knowledge ( Religion ) Check DC 15 + Target Creatures CR to stagger that creature with no saving throw. Only Evil Outsiders and undead can be affected by this skill Talent.

## Consuming Hymn

### [Religion] (2)

*Through long study, you have committed powerful holy incantations to memory that have power over many outsiders and undead.*

**Prerequisite:** Religion 15 ranks, Committed Faith (Skill Talent), Exploit Weakness (Outsider or Undead) Skill Talent, Holy Incantation Skill Talent

**Benefit:** 1/day as a standard action your character can make a Knowledge ( Religion ) Check DC 20 + Target Creatures CR to Stun that creature for 1 round with no saving throw. For each 10 points in which you succeeded the religion check, add 1 round to the duration that the creature is stunned. While stunned that creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses its Dexterity bonus to AC (if any). Only Evil Outsiders and Undead can be affected by this skill Talent.

## Trustful Boasting

### [Knowledge Local] (1)

*Your knowledge of the surrounding city, town, or village make you seem more trustworthy to the local population. With a quick joke, or rumor those whom you speak to regard you as one of their own.*

**Prerequisite:** Knowledge (Local) 5 ranks, Diplomacy 3 ranks, Street Wise (Skill Talent)

**Benefit:** 1/day use this talent before making a Diplomacy check. You may use this ability to shift the targets attitude one-step higher towards helpful. You may not use this ability on a creature with the starting attitude of hostile. The target of this ability must share a common language with you.

## Street Wise

### [Knowledge Local] (1 )

*Ever since you first set foot into this city you have taken time to listen to the conversations around you. From this practice you have learned many things.*



**Prerequisite:** Knowledge (Local) 1 rank

**Benefit:** When this Talent is purchased, choose a region within the world. This should be selected with the help of your GM. This talent provides a +1 skill bonus to all Knowledge (Local) and Diplomacy checks while within the chosen region.

### **Known Shadows** **[Knowledge Local] ( 1 )**

*You have traveled the city's streets for many years. Through the busy market, docks, and alleys you have found the places in which to walk unseen.*

**Prerequisite:** Knowledge (Local) 4 ranks, Stealth 3 ranks, Street Wise ( Skill Talent)

**Benefit:** Once per day, a swift action you can make a knowledge local check DC 10. If the check is successful, you may add a +2 circumstance bonus to your stealth check. This bonus increases by +1 for each 5 points in which the DC was exceeded.

### **Structural Weakness** **[Engineering] (1)**

*With but a glance your studies have allowed you to spot the weakness in all objects. With proper leverage and force nothing can stand in your way.*

**Prerequisite:** Knowledge (Engineering) 3 ranks, Perception 3 ranks

**Benefit:** 1/Day - You may add a bonus equal to the number of ranks you possess in Knowledge (Engineering) when attempting to break an object. If used in combat you may instead choose to add a +2 skill bonus when attempting a sunder combat maneuver.

### **Borrowed Name** **[Nobility] (1)**

*Your interest in the nobility of this city has allowed you time to study them and the way that they act and speak, and to be able to impersonate them with great ease.*

**Prerequisite:** Knowledge (Nobility) 5 ranks, Knowledge (Local) 3 ranks, Disguise 3 ranks, Street wise (Skill Talent)

**Benefit:** 1/Day - When attempting to disguise

yourself as a member of nobility in a particular region (This region must be the same as the one chosen for the Streetwise Skill Talent) you can make a DC 10 Knowledge (Local) check to add a +2 to your Disguise check. This bonus increases by +1 for each 5 points in which the check was exceeded by.

### **Land's Lore** **[History] (2)**

*The Legends of these lands have been passed from those who have traveled these lands time and time again.*

**Prerequisite:** Knowledge (History) 12 ranks, Knowledge (Geography) 10 ranks, Survival 7 ranks, Pathfinder (Skill Talent), Secrets Unbound (Skill Talent)

**Benefit:** A character gains the benefit of legend lore (as per the spell) when traveling into regions and places of historical significance. The martial components of the spell are replaced by a map worth at least 250 gold pieces of the region in which the Land's Lore Talent is being used and becomes a focus rather than being consumed in the casting. The casting time of the spell is reduced to 1d4 x 10 minutes and always reveals any prevalent threats and sizable treasure within 50 miles of the talents use.

### **Defensive Terrain** **[Geography] (1)**

*Your study of the surrounding lands has led you to understand the tactics of that particular terrain. Your foes have little chance of besting you here.*

**Prerequisite:** Knowledge (Geography) 8, Survival 3 ranks, Path Finder (Skill Talent)

**Benefit:** 1/day - While in a chosen terrain (this must be the same terrain as the one chosen for the Pathfinder Skill Talent) a character may choose to gain one of the following benefits. Each of these benefits last a number of rounds equal to the character's ranks in Knowledge (Geography).: Gain a +2 to all stealth checks; Gain the ability to move into and out of rough terrain (including the ability to make a 5 foot step and charge through) without movement penalties; Gain a +1 Skill bonus to AC; Gain a +1 to all attacks, or to all Damage rolls. These abilities function only while in the chosen terrain type.



## Secrets Unbound [History] (1)

*Early on in life, you have striven to bring the truth, no matter what the cost to those who seek it. Be it horrible relations or divine lies these secrets should be brought to the light of day and you forever quest to unearth them at every turn.*

**Prerequisite:** Knowledge (History) 3 ranks, Sense motive 2 ranks

**Benefit:** Once per day, when attempting a Sense Motive check your character may make a DC 10 Knowledge (History) check. If successful you may add a +2 to your sense motive roll. This bonus increases by +1 for each 5 points in which the check was exceeded by.







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